Joseph S. Park

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<u>Career Objective</u>: To obtain a challenging software engineering position at a dynamic organization where I can utilize my technical skills and experience to develop innovative solutions and contribute to the growth of the company. I am seeking a role that will allow me to continue to learn and develop my skills while working collaboratively with a team of like-minded professionals.

EDUCATION

LearningFuze - Full-Immersion Web Development Program	2022-2023
Keck Graduate Institute - Post-baccalaureate Pre-medical Certification	2018-2019
University of California, Irvine - B.S in Biological Sciences	2014-2018

PROJECTS

Sneaker World - GitHub | Live

A web-based eCommerce platform built using React.js, JavaScript, HTML, and CSS, designed for purchasing sneakers

- Implemented Stripe API for secure and efficient payment processing
- Incorporated Material UI components to create aesthetical front-end design on all device types, using UX best practices
- Utilized PostgreSQL for database management and implemented back-end and front-end functionality.
- Built user authentication and authorization features using JSON Web Tokens (JWT)
- Implemented CRUD (Create, Read, Update, Delete) functionalities for product management and order processing
- Utilized Redux for state management and Axios for API calls

Binge - <u>GitHub</u> | <u>Live</u>

A web platform built using JavaScript, HTML, and CSS, that allows you to search and save your favorite TV shows through interacting with an API.

- Asynchronously retrieved data from public API (WATCHMODE) using jQuery's Ajax method, sending data from successful responses to populate a summary of each TV show searched.
- Designed wireframes using Figma to be used as guidance ater each component have been coded.

WORK EXPERIENCE

Software Engineer - Freelance

Oct 2022 - Current

- Completed multiple software development projects for clients, delivering high-quality code on-time and within budget.
- Designed and developed web and mobile web applications using technologies such as HTML/CSS, JavaScript, React, and MaterialUI.
- Collaborated with clients to define project requirements and develop technical specifications.
- Implemented database design and management for various projects, utilizing tools like PostgreSQL and dbDesigner.
- Conducted rigorous testing and debugging to ensure optimal performance and user experience after each feature was completed.
- Maintained effective communication with clients throughout the project lifecycle, providing regular updates and addressing any concerns or issues.

Salvay Vision - Ophthalmic Technician

May 2022 - Current

- Demonstrated a strong understanding of patient needs and exceptional customer service by consistently receiving positive feedback from patients and their families
- Assessed areas of improvement to enhance efficiency and optimize patient flow in a new clinic setting, contributing to increased patient volume.
- Educated patients considering surgery, addressing their concerns and providing comprehensive information to help them make informed decisions.
- Assumed additional administrative responsibilities to support the physician in delivering high-quality patient care.

NVISION Eye Center - Ophthalmic Technician & Scribe

Mar 2021 - May 2022

- Developed the ability to independently scribe for physicians during exams, leading to improved clinic efficiency and streamlined examination processes.
- Incorporated a training program for both current and new staff to enhance their skills in various areas within the clinic, including scribing, surgical assistance, and data entry.
- Successfully gathered and analyzed pre and post-surgical data of over 500 patients to improve treatment accuracy and patient outcomes within a short period of time.

SKILLS & INTERESTS

Strong: JavaScript (ES5/ES6), HTML5, CSS3, Node.js, React.js, PostgreSQL

Tools: Git, GitHub, VSCode, Figma, Chrome Dev Tools, Slack, Webpack, Babel, NPM, DbDesigner, AWS **Experienced**: RESTful APIs, JSON, AJAX, Flexbox, Object Oriented Programming (OOP), Material UI